



# TECHNOLOGY INTEGRATION

What Is Being Observed?

## EARLY TECH – ENTRY/ADOPTION STAGE

- Occasional use of technology as a supplement
- Computer games used as a reward for completion of work
- Surfing Internet and checking email as a reward
- Drill and practice software
- Educational games
- Students using technology individually



## DEVELOPING TECH - ADAPTATION STAGE

- Use of application software (i.e. word processor for student writing; teacher chooses the application) to complement selected instructional events
- Use technology to access electronic information and communication as applicable to learning objectives
- Use technology for cooperative projects in the classroom
- Use technology for research and presentations
- Use technology for presentations



## ADVANCED TECH – APPROPRIATION STAGE

- Use technology to create communities of inquiry within their community
- Use technology to work with peers and experts in evaluating information, analyzing data and content to solve authentic problems
- Use technology tools appropriate to convey knowledge and skills learned (students choose the application)



# TARGET TECH – INVENTION STAGE

- Technology use is a process, product (e.g., invention, patent, new software design) and/or tool for students to find solutions related to an unidentified “real world” problem or issue of significance
- Use of technology for student-centered learning in communities of inquiry with business, industry, and higher education
- Use technology to complete activities that have been seamlessly integrated into all curriculum areas.
- Use technology to work collaboratively with other students in communities of inquiry to propose, assess, and implement solutions to real world problems
- Use technology to communicate effectively with a variety of audiences. Use technology to communicate effectively with a variety of audiences.

